

DISTRIBUTED GAME OVER A WIRELESS TELECOMMUNICATIONS NETWORK

Abstract of the Invention

A method and system for playing a distributed game over a wireless telecommunications network is disclosed. The game is initiated when a game server sends a task (e.g., a question) to a first group of mobile terminals. Each mobile terminal may either respond to the task (e.g., submit an answer) or forward the task to another mobile terminal. Once a mobile terminal forwards the task, that mobile terminal no longer retains the task. The game ends when a mobile terminal submits a correct task response, when a global time limit ends, or when all mobile terminals have submitted incorrect responses. Responses and forwards can be sent using any known data messaging technique.